



Announcing Registration for CalGames 2017!

Competition Date: October 14-15 2017

Competition Venue: Evergreen High School, San Jose CA

Competition: CalGames 2017 -- replay of FIRST™ Robotics Competition: *FIRST STEAMWORKSSM*

Registration: \$500 Registration

\$100 Volunteer Deposit (returned after completing team volunteer assignment)

\$500 Registration Fee + \$100 Volunteer Support Deposit = \$600 due by September 15

Registration Policy for CalGames 2017

- 1) Registration cost is the same as last year; storage costs are lower, but the cost of the game this year has a lot of unknowns. We are actively seeking corporate sponsors to defray event and ongoing costs. If you have ideas or leads for WRRF to pursue, send an email to CalGames@WRRF.org
If we obtain sponsors, we hope to refund some portion of the registration as we have in earlier years.
- 2) Two registration tiers, same as last year.
- 3) Sending in a team registration before tier opening date/time is a good thing: it lines the team up for that tier.

Every team needs to volunteer for a slot to confirm ANY registration regardless of TIER. (see FAQs at end for details on what "Every team needs to volunteer" means). CalGames 2017 will support up to 36 teams and has two registration TIERS, similar to prior years.

IMPORTANT POINT: If a team does not show up for their volunteer slot, two things will happen: (a) the \$100 deposit will not be returned; and (b) the team will be suspended from participating at the following year CalGames.

The goal of the TIERED registration process is to encourage a commitment by teams for harder-to-fill volunteer slots. Tiers this year are (1) *early* registration and (2) *open* registration.

PLEASE READ THIS: If WRRF registration receives an emailed registration form before the opening date of either tier (which is ok to do); the date for those early emails will be the opening date/time for that tier (e.g., 12:01AM 6/18 or 7/8). (See FAQs at end for examples if this idea is not clear). A random lottery resolves any ties. CalGames traditionally has had more registrations than openings (and lotteries occurred last four plus years). Teams should consider applying for early registration slots to ensure a successful registration for CalGames 2017.

Payment

Postmark with payment **must be 9/15 or earlier**, otherwise the registered (but unpaid) team goes to the waiting list. **Sending payment soon after receiving accepted registration is recommended, but not required.**

PLEASE NOTE THE September 15, 2017 DUE DATE FOR PAYMENTS

Forms

To obtain the Microsoft Word registration form, go to <https://sites.google.com/site/wrrffilesandpages/> to download the registration form. This form must be used for registration. Please do not send a .PDF version of it or any open source file format as this causes a lot of extra work for Registration folks.



To register, please complete the form, ATTACH to an email message, and send to Register4CalGames@WRRF.org. **No need to send a paper copy without a check via USPS.**

Please **DO include a printed copy of the registration form when sending in any check.**

Make check payable to **WRRF** and send to:

WRRF, 2530 Berryessa Road, #134, San Jose CA 95132-2903

Early Registration (~22 slots)

- Tier 1 Registration **opens June 18, 2017, 12:01 a.m. by email only.**
- **The form must be sent by email using the Word Document form: please help your registration volunteers and do not send a .PDF format or some open file format, which we have to convert.**
- Registrations will only be accepted for Early Registration Slots (shown below) in this period (June 18 until July 8).
- Payment due on or before 9/15
- **SLOTS:**
 1. **EVENT harder-to-fill team volunteer slots (10):**
 - 2 SLOTS: Friday evening (after school, day before event) at Evergreen HS, ~6 – 8:30PM
 - 3 SLOTS: Saturday 7AM – 10AM to build the field and pits at Evergreen HS, San Jose
 - 3 SLOTS: Saturday, 10AM – 1PM to build the field and pits at Evergreen HS, San Jose
 - 2 SLOTS: Saturday, 1PM – 4PM to finalized any tasks before opening at Evergreen HS, San Jose
 2. **Event Support Activity (1):**
 - Team makes the Drive Team buttons & the Event Buttons
 3. **CalGames Host: Current & past two years (3)**
 - **Host from past two years:** These teams still need to pick a volunteer slot during the event, but it need not be a hard-to-fill slot
 - **Current Game host** (assumed to have already filled a volunteer slot by hosting)
 4. **Maker Faire Host team (2); Team 100 & Team 2643 (already volunteered and assigned)**
 5. **Rookie Team Slots (only 3, not all rookie teams), first come-first served: FIRST** Rookie year in 2017 or from a newbie team who has not yet competed in FRC. (Rookie teams still need to pick a volunteer slot during event, not a harder-to-fill one).
 6. **Summer Inventory Activity (1)**
- Most slots (except for prior hosts, host, Maker Faire) will be awarded on a “First Come, First Served” and any ties will be dealt with by lottery (random number generator in Excel). Additional hard-to-fill volunteer slots might be identified as CalGames planning proceeds.

Open Registration (~14 slots)

- **Open Registration begins July 8.**
 1. Priority for Rookies if a lottery occurs
 2. Otherwise, first come, first served to register.
 - 3.. A lottery will determine any registrations with the same email date/time, if more are received beyond the number of open slots.
 4. **Sending an emailed registration before July 8 is definitely, the date/time for it will still be July 8, 12:01 a.m.**
- *FYI:* More teams sought to play in prior CalGames events than slots available; teams committing to early registration slot can help a team confirm CalGames participation.



If you have registration questions: send an email to Register4CalGames@WRRF.org. You should receive an answer within two business days; in particular, replies are fastest on weekends.

Staying Informed: It is vital that contact information for your team is up-to-date: send an email to WRRF.Info@WRRF.org to confirm email addresses on file for your team if you have questions! Inform everyone on your team about this event. Think about what you and your team can do to help.

GO CalGames 2017!

Schedule

June	
6/18	CalGames EARLY Registration formally opens
TBD	OPEN CalGames TEAM meeting at Evergreen HS, San Jose
July - August - September	
7/8	CalGames OPEN Registration opens
9/15	All monies due and payable or registration slot is lost
October	
10/14 SATURDAY (3PM – 9PM) – 10/15 SUNDAY- all day)	CalGames 2017 First set of qualifying matches will occur on Saturday, 10/14, sometime after 5 p.m. Inspection begins at after 2:30PM on Saturday

CalGames is a COMMUNITY event. We NEED EVERYONE in the Bay Area FIRST community to join the *CalGames* Planning Committee to help put the competition together over the course of the summer! The *CalGames* Planning Committee is open for all to join, whether you are a student or an adult. So think about what kind of event you want, what awards, what speakers, what displays, and come speak your mind at the summer meetings!



Frequently Asked Questions:

Q: Rookie teams this year outnumber the number of rookie slots. Is this correct?

A: Yes, that is correct. Only three early registration slots are allocated to rookie teams. If a rookie team does not get one of those, they could sign up for some other early registration slot, or take a chance in the open registration slots. We have decided to prioritize rookie teams over non-rookies for the open slots, however all slots will likely fill up at or around 7/8.

Q: What does "every team has to volunteer" mean?

A: A team needs to provide **eight or more students** to meet the CalGames volunteer slot requirement and earn their deposit back. **Two adult chaperones** are required as well. **Teams cannot leave their volunteer slot until released by the coordinator assigned to that time slot, or risk losing volunteer deposit and missing CalGames 2018.**

CalGames needs volunteers, and many of them, to make CalGames successful. Many adults and teens volunteer their time over the summer to plan and prepare for CalGames; the team volunteer slot is not related to general support volunteering from within the teams and the community. Around the event itself, many more people are necessary. For several years, WRRF has required teams to volunteer, in fact, requiring teams to pay a deposit as motivation for teams to show up during their assigned and committed time.

Q: What if team emails their registration form before June 18 (early registrations) or July 8 (open registrations)?

A: If a registration form is received by email PRIOR to beginning date/time, the registration will be dated June 18 (early) or July 8 (open), 12:01 a.m. If several teams send registrations in early, they will all have the identical date and time. You are welcome to send it early; it just won't be acted upon until the slot opening date and times. A lottery is possible if more submissions are received than slots available (this occurred in 2013).

Example 1:

- team #1 sends a registration email with form on **June 13, 8PM** for an early registration slot. That registration is set with a date of **6/18, 12:01AM**.
- team #2 sends a registration email with form on **June 14, 10PM** for an early registration slot. That registration is set with a date of **6/18, 12:01AM**.
- team #3 sends a registration email with form on **June 18, 8AM**. That registration is set with a date of **6/18, 8AM, after the #2 and #1 team above**.

RESULT: Lottery might ensue for team #1 & #2 if the volunteer slot requested is the same, depending on if only one volunteer slot is available. Team #3 is after that.

Example 2:

- team #4 sends a registration email with form on **June 15** for an open registration slot. That registration is set with a date of **7/8, 12:01AM**
- team #5 sends a registration email with form on **June 30, 10PM** for an open registration slot. That registration is set with a date of **7/8, 12:01AM**
- team #6 sends a registration email with form on **July 8, 9AM** for an open registration slot. That registration is set with a date of **7/8, 9AM**.



- Team #7 sends a registration by USPS (and no email) with a postmark before 7/8. **Registration is not accepted unless received electronically first.** CalGames registration will send emails to people on the form telling them this.
- Team #7 sends a registration by USPS (and no email) with a postmark ON 7/8. **Registration is not accepted unless received electronically first.** CalGames registration will send emails to people on the form telling them this.

RESULT: priority for team #4 & #5 are the same. Team #6 is next in priority/queue for an open slot. Teams #7 & 8 are not accepted into queue unless an email is received first.

Why won't a hard copy registration by USPS be accepted? If we had to wait for all the registrations to arrive by USPS we could not confirm slots for about two weeks after that date. We don't have time to do this.

Q: What if dates/postmarks are the same and not enough slots?

A: If open registration entries fill the balance of slots, then a lottery will ensue and other teams will go on a waiting list. CalGames 2017 will only have 36 slots. See the example above.

Q: When does the \$100 Volunteer Support Deposit fee get refunded?

A: The support deposit is refunded after team shows up for assigned volunteer spot and completes slot responsibilities.

Q: What happens if not enough teams sign up?

A: A cancellation of CalGames can occur if insufficient teams are registered and confirmed by September 1. In this unlikely event, any paid registration fees will be refunded.

Q: Will a liability waiver be required for each student, mentor, adult, parent, etc. from teams?

A: A WRRF liability waiver will need to be completed by every team member (students, adults, parents, coaches, mentors) attending, similar to that done for any FIRST competition. This form will be made available to teams a couple of weeks prior to the event.